Color Dreams

INSTRUCTION MANUAL

CAPTAIN COMIC

THE ADVENTURE

The Adventures of Captain Comic

I. Introduction

"It was magic most foul," intoned one of the elders solemnly.

"Nonsense!" scoffed another. "It was simply science...thieves making good use of technology."

"*Good* use?" raged the third.

The elders of Osmic had come in full regalia, feathers and banners and the heavy gold chains of office, but the formal procession of leaders had not carried the hereditary badges of office—the **Crown of the Ages**, the **Mystical Gems of Lascorbanos** or the **Thousand Coins of Tenure**. These had been stolen, most wickedly purloined, in an attempt to jeopardize the forthcoming festivities of the Trimillenial and were now reputedly hidden on the planet Tambi.

So they came to you—Captain Comic, galactic hero, righter of wrongs, and all around nice guy. It was most gratifying—ignore the rumor that they had first gone to Orion O'Brian, that mercenary thug, and *he* had turned them down, calling the job "insanely dangerous" and saying the entire planet of Tambi, from its endless blue lakes to its impossibly blue moon, had not one cubic centimeter where a person could feel safe—nor a single benign life form. Tambi was a land of surprises—all bad.

Well, **you're** on the job now. Using your keen wits and well-honed reflexes, you must traverse the ever-changing and treacherous environs of Tambi and return the treasures of Osmic in time for the Trimillenial celebrations. Succeed, and you will be honored as a hero once more; fail, and three thousand years of galactic peace and prosperity crumble to comic—uh—cosmic dust.

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PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.
2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo® system.
3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use).
4) Do not try to open or disassemble the cartridge.
5) Do not sit too close to your television.
6) Do not clean the cartridge with chemical agents.

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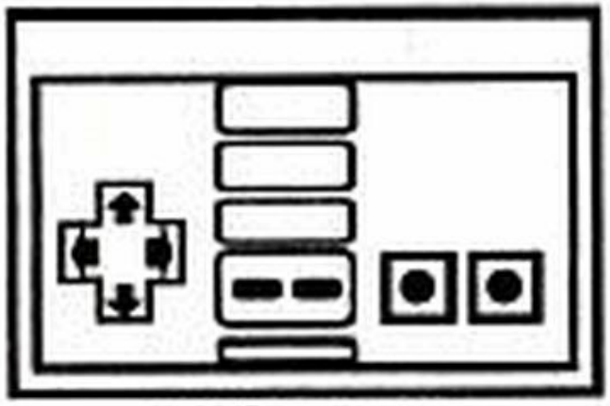
II. Game Control

⬅ Control Pad Left determines the direction Captain Comic faces. When pressed continuously, it causes our hero to walk left.

➡ Control Pad Right operates similarly, but moves Captain Comic to the right.

Button A causes Captain Comic to jump. The longer it is depressed, the higher our hero jumps. Use it in conjunction with Move Left and Move Right to alter Captain Comic's trajectory while in mid air.



NES® Controller

Button B activates Captain Comic's blaster *after* he has located and guzzled down at least one Blastola Cola. With each additional Blastola, our hero acquires one additional shot.

⬆ Control Pad Up may be used to open any door on planet Tambi *after* Captain Comic has located and secured the key. Position Comic in front of a door and press Control Pad Up to activate it. Some doors behave normally, allowing our hero to enter the area behind them. Others are linked to Tambi's global transportation system and will cause the Captain to be teleported halfway around Tambi, or even to one of Tambi's moons.

Select Button may let you tap into the global teleport system in a limited fashion *after* our hero has gained possession of the Wand. When used properly, the Wand can allow Captain Comic to reach regions of the screen that are normally inaccessible.

Start Button allows Captain Comic to keep track of numerous objects that he will encounter on his quest. It also lets him take a break from the action when the going gets too heavy.

III. Game Mechanics

Captain Comic begins his adventure with five lives, no items in his inventory, his Mark-VII environment suit with shield projector, and his trusty Blastola assault weapon. The energy supply for these two pieces of equipment is located within the Mark VII's back pack. The weapon's energy replenishes itself during periods of non-use. Shield energy does not regenerate; our hero must be sure to pick up any shield packs that he encounters, they make life so much easier!

When an enemy comes into contact with Captain Comic, the enemy is destroyed by the shield, and the shield's energy supply is depleted by one unit. If the shield reserve power meter reaches zero units and the good Captain is hit by an enemy, both the Captain and the enemy will go out in a blaze of sparks. Net cost to the Captain: one life. Care should be taken to monitor the shield meter. It can mean the difference between success and failure.

Captain Comic's offensive power can be increased by finding cans of Blastola Cola that have been left lying about the surface of Tambi. Our hero may imbibe up to a total of five (5) Blastola Colas resulting in the ability to have five shots in the air simultaneously. Although firepower is unlimited, it can be temporarily depleted. Captain Comic must exercise discretion in firing. When the blastola meter reaches zero no further shots may be fired until the Blaster's energy pack regenerates itself.

IV. Scoring

Points are earned by shooting the hostile enemy creatures, gathering tools and treasures on the planet's surface, and for all unused shield units remaining at the time of recharging. Points are also awarded for lives and shield units in reserve after successfully retrieving the three missing treasures. The game will end after COMIC retrieves all three treasures or when all spare lives are exhausted.

Shield Pack | Shield of Invulnerability | Shield of Life | Blastola Cola | Corkscrew

V. Weapons and Shields

Shield Pack — Restores Comic's shield energy. Points are scored for unused shield units.

Shield of Invulnerability* — This object super-charges Captain Comic's Mark VII shield generator and Blastola assault weapon, making him impervious to enemy attack and giving him unlimited firepower for a brief period of time.

Shield of Life* — The Shield of Life bestows our intrepid hero with an additional life in reserve each time he encounters it.

Blastola Cola — increases Comic's firing capability. Up to five cans of cola can be collected for up to five blastola rounds in air simultaneously.

Corkscrew — Modulates the firing pattern of Comic's blaster creating a spiral trajectory for all shots fired. This is very useful for destroying creatures which crawl on the ground below Comic's normal line of fire.

*Occasionally this special item will appear when an enemy is destroyed.

Door Key

Boots

Lantern

Wand

VI. Tools

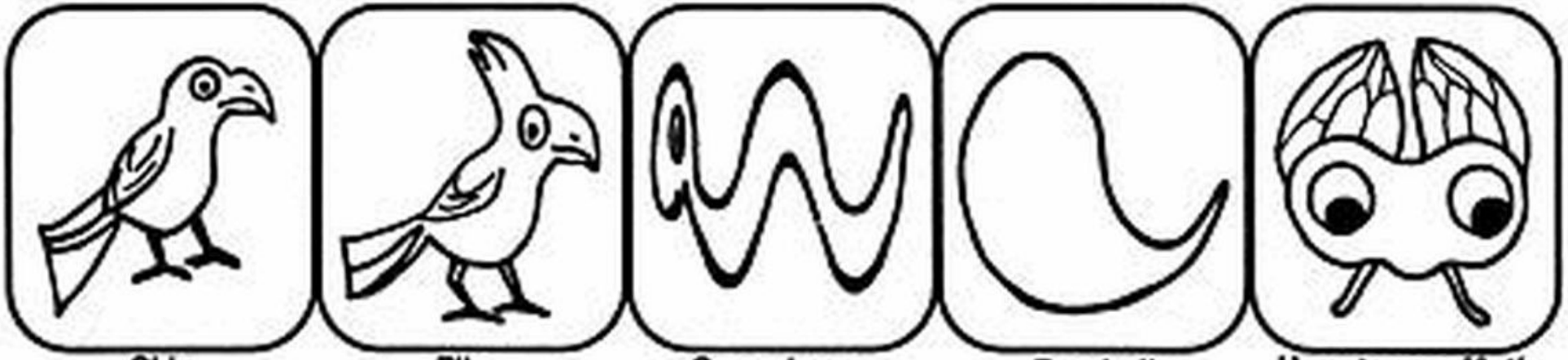
These items aid Captain Comic in his quest to retrieve the missing treasures:

Door Key — Allows Comic to open doors found in various places on Tambi.

Boots — Increase Comic's maximum jumping height. This is useful in reaching ledges which were previously too high to jump to.

Lantern —T here are a few places on Tambi which will be too dark and dangerous for Comic to explore without the aid of this device.

Wand — The pinnacle of Tambian technology—the personal transport wand. Possession of this device allows the user to utilize the world wide teleportation system of Tambi. Though the system is in disrepair it is still powerful enough to teleport the bearer through solid walls and around many of the obstacles that stand in Captain Comic's way.



Skip Flip Smoodgeon Pyreball Hopotenuse Moth

VII. Enemies

Bird Brother Skip — A shy creature, it is the least aggressive of all Tambian avian species, expending most of its brain power coordinating its ponderous flight.

Bird Brother Flip — An arrogant, aggressive flyer, it is easily irritated and very territorial.

Smoodgeon — A crenelated harbinger of bad luck—the superstitious Tambian is devastated if a smoodgeon crosses his path. If he sees one crawling on his right, he knows it will take extreme dexterity to avoid disaster; if on his left, the entire day will be sinister.

Pyreball — Composed of equal parts of sulfuric acid and a naturally occurring substance much like goat cheese, it is highly corrosive and deadly to the human condition.

Hopotenuse Moth — Attracted to the triangular shape of Tambian mountains, this creature results when the DNA of the Tambian firefly is irreparably damaged by close proximity to the Tambian pyreball.

Cycloptopus

Space Pollen

VFO

Gelignite

Cycloptopus — A mythical creature reported by deranged seamen, the one-eyed horror figures in legends and ancient stories, but only the foolish believe it actually exists.

Petrified Space Pollen — Pollen of the now extinct parabolic reflector plant which grew on Tambi's eight moons until the plant's habitat was destroyed by marauding VFO's, the grains are gigantic in size and have the hardness of Sirian tensorsteel.

VFO (Violent Flying Object) — Once the favorite recreational toy of Tambian youths, equipped with long range radio transmitters, VFO's run riot trying to complete their last received command.

Gelignite — Explosive, pulsating chemical masses, the gelignites were used in Tambi-forming the moons, a process doomed to fail because not even over-crowded Tambians wanted to go to all the trouble to emigrate only to end up in a place exactly like the one they left.

Trispinnian Dirvish

Bouncing Matilda

Beelunker

Sanguisuge

Trispinnian Dervish — Another genetically engineered creature, once the quiet janitors of Tambi, a broom in each pseudopod, they are now deadly dealers of destruction.

Bouncing Matilda — The last try the Tambians made at genetically engineered servos, the Bouncing Matilda was to have been an assembly line foreman, humming old folk songs to keep the spirits of the workers positive. Unfortunately, the high radiation once again scrambled programming and now Matilda seeks out and destroys anything that makes noise.

Beelunker — Seeking ever to expand their knowledge of underground formations, they grow to giant size in the still air of Tambian caves.

Sanguisuge — The giant blood-sucking bat of Tambi is an example of the deadly mistakes that nature can make. It has no known predators, and its bite is lethal. Luckily for the rest of the planet, the sanguisuge seems to have a preference for cave frog.

Trimodal Ectosphere

Apparaith

Mosfet

Gigo

Trimodal Ectosphere — A spinning apparition with three razor-sharp claws, like the phlegmtasm it is vulnerable only in the presence of light.

Apparaith — A gelatinous malcontent similar to the Primordial Specter of Shawbati III, the Apparaith has a much nastier temperament, haunting medieval architecture and having an intense dislike of anything modern. The Apparaith is invincible in the absence of light.

Mosfets — Massive, static electrical charges formed by the Tambian ritual of simultaneous hair combing, they have formed a community of sorts in that silent but pulsating world found within the Tambian master computer.

Gigo — Discarded bits of Tambian computer programming, unwanted, isolated and alone, they will attack anything.

Blind Cave Frog — They evolved blindness as a protective mechanism to ensure continuation of the species as cave frogs are made violently ill by the sight of other cave frogs. The males are red and the females are green, but, of course, blind caves frogs do not know this.

Glow Globe — A photosynthetic life form bred for cleaning the fluorescent tubes of the space station, the high radiation of the environment has changed them into roving menaces.

EMPulse — Stray electromagnetic pulses, they flip flop from one end of the master computer to the other.

Phlegmtasm — A blubbery creature with the consistency of half-formed grape gelatin, it is invincible in the dark and can only be killed in the presence of light. Angry phlegmtasms smell rather like old handkerchiefs.

Purple Judye — (Sister to the Bird Brothers)—Snatched from the nest as an egg and dyed purple for the Tambian Spring Fest celebration, she makes her home in the shed adjacent to the twin lakes of Kings Wood. Now grown, she seeks revenge on those who have forced her to go through life clad in purple feathers...and she considers anything on two legs an appropriate target.

F.W. Brothers — Fireworks is their first, middle, and last name, and being attacked by one of them is akin to bathing in a meteor shower.

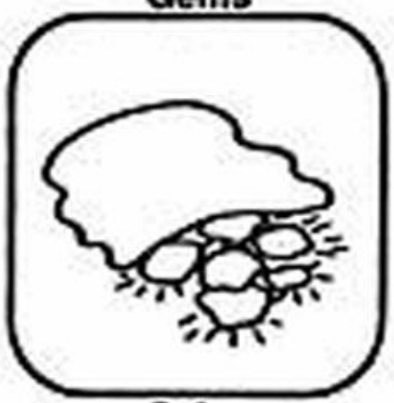
VIII. Treasures

Crown

Crown — The Crown of the Ages, the hereditary head dress of the ruler of Osmic. Beautiful beyond belief and wrought from infinitely precious metals and gems.

Gems

Gems — The Mystical Gems of Lascorbanos, rarest of crystalline formations, they are said to impart wisdom to the ruler of Osmic.



Coins

Coins — The Coins of Tenure, the traditional, symbolic wage of the rulers of Osmic. These ancient coins are held in trust and passed from one ruler to the next.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES® with respect to the receiver.
- Move the NES® away from the receiver.
- Plug the NES® into a different outlet so that NES® and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Note: NES® is the abbreviation for Nintendo Entertainment System®.

90 DAY LIMITED WARRANTY

Color Dreams, Inc. (MANUFACTURER) warrants to the original purchaser that this Color Dreams Game Cartridge (CARTRIDGE) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs within the warranty period, Color Dreams will at its option repair or replace the defective CARTRIDGE free of charge (except for the cost of returning the CARTRIDGE).

TO RECEIVE THIS WARRANTY SERVICE

1. Simply pack your CARTRIDGE together with the original dated proof of purchase (Sales Slip) and circle the item.
2. Include a note stating the nature of the problem or defect.
3. Return your package freight prepaid, at your own risk of shipping damage, within the 90-day warranty period to: COLOR DREAMS, INC. CUSTOMER SERVICE DEPARTMENT 2700 E. IMPERIAL HWY., BLDG. B, BREA, CA 92621.

This warranty shall not apply if the CARTRIDGE has been damaged by negligence, accident, modification, tampering, unreasonable use, or by other causes unrelated to defective materials or workmanship.

This CARTRIDGE is warranted to work with any Nintendo Entertainment Systems® sold on or prior to August 1989. Future modifications in new Nintendo® systems may possibly cause compatibility problems with existing games. If you should come across this problem, you may voice your concern by calling the 800 number provided by Nintendo®. Otherwise, please write to Color Dreams, Inc. for the availability of a $4.00 "Anti-ECM Connector" which would resolve the problem on your new Nintendo® system.

LIMITATIONS

IF APPLICABLE, ALL IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. In no event shall Color Dreams be held liable for incidental and/or consequential damages for the breach of any express or implied warranties. The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

Notes

Notes

CAPTAIN COMIC EVALUATION SHEET

NAME: _____ AGE: _____ SEX: _____

DATE ____/____/____ PHONE # (Optional): (_____) _____-_____

GRADING SCALE: 1:WORST 2:BAD 3:AVERAGE 4:GOOD 5:EXCELLENT

1) GAME'S OVERALL ENTERTAINMENT VALUE	1	2	3	4	5
2) COMPARED WITH GAMES THAT YOU PLAY REGULARLY	1	2	3	4	5
3) COMPARED WITH ALL EXISTING GAMES	1	2	3	4	5
4) VARIETY (ENEMIES, WORLDS, TRICKS, WEAPONS)	1	2	3	4	5
5) GRAPHICS (COLOR, DESIGN, ANIMATION)	1	2	3	4	5
6) SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION)	1	2	3	4	5
7) DIFFICULTY LEVEL (1: TOO EASY . . . 5: TOO DIFFICULT)	1	2	3	4	5
8) FLAWS OR PROBLEMS (1: NONE . . . 5: TOO MANY)	1	2	3	4	5

HINT LIST OFFER

- PLEASE SEND $2 SHIPPING AND HANDLING FOR THE HINT LIST.
- MAKE CHECK OR MONEY ORDER PAYABLE TO COLOR DREAMS, INC.
- ATTACH STAMP.
- ALLOW 10 DAYS FOR PROCESSING.
- YOUR PAYMENT WILL BE RETURNED TO YOU IF THERE ARE NO MORE HINT LISTS AVAILABLE.

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